



## THE VALUE OF THOR

Tactical and operational virtual reality simulator THOR will help to use time as effectively as possible and **prepare for battle to everyone who wants to safely and effectively defend their country.**

Training in tactics and defense has never been more important to us, but lack of time and other constraints such as lack of weapons and ammunition remain a real problem for most training centers. Training in virtual reality has a proven advantage, saves valuable time and money, has a payback in 1 month, taking into account the savings on each shot.

### THIS DOCUMENT COVERS:

The THOR system helps training centers achieve **4 times better results, 4 times faster training, and adds 250% more confidence** in acquired skills

The causes of training inefficiencies today, from downtime to excess wastage, and how maintenance can help address these issues

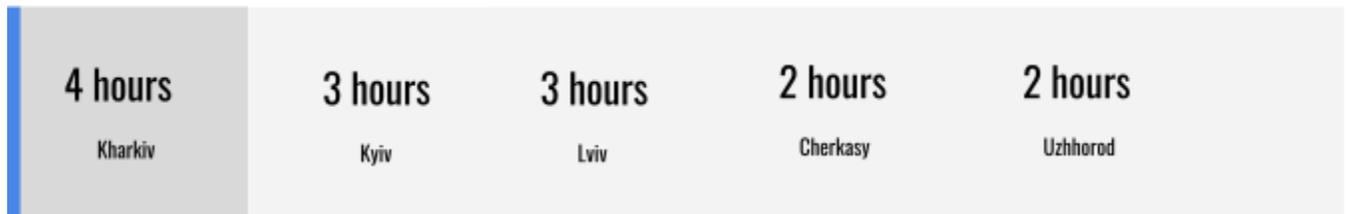
The benefits of the THOR system and how it can complement existing learning processes

# TRAINING TODAY

## TRADITIONAL APPROACH

If you ask 10 different training centers what their daily training requirements are, you will most likely get 10 different answers. Although almost all centers require certain daily outcomes, such as firearms skills, combat tactics training, and physical training, curriculum and local requirements vary widely, from the number of hours of instruction to additional topics such as preparation for participation in combat operations and tactical bias of the enemy.

Here is a small sample of the differences in the minimum required daily study hours:



Whether your city or training center falls on the lower or upper end of that range, instructors and officers alike say one thing: we wish we had more time and technical resources to train.

Therefore, it is clear that we approach the processes of developing and implementing training scenarios very carefully.

## CAUSES AND CONSEQUENCES

The lack of time is further aggravated by other serious limitations:

- + **Logistical inefficiencies** that cause time wastage. If the training is centralized in one place, it requires the soldiers and instructors to travel. But if the session involves a scenario basis, then there are cases when soldiers wait their turn and do not take an active part in the training program. Unplanned interruptions can also contribute to unproductive use of time.
- + **Capital costs** for the modernization of premises and equipment for training. Some types of training require sufficient space and number of classrooms, training space, or special equipment that simulates real weapons. In addition, the cost of maintaining such equipment in working condition consumes large resources.
- + **Lack of instructors**, which may arise due to human losses or insufficient experience. Public data shows that additional training could be life-saving in real combat situations, often one of the first things soldiers think of when something goes wrong.

Training currently has limited resources, so it's no surprise that due to the lack of training weapons or ammunition, many instructors have to make difficult trade-offs when it comes to priorities.

## ALTERNATIVE APPROACH

VR has quickly become an effective training tool not only for homeland security and defense, but also for other industries such as education, manufacturing, healthcare, and many others.

### WHY IS VR SO EFFECTIVE?

Thanks to its immersive technology, VR allows the brain to learn in a much faster way than with conventional tools. The combination of visual processing, audio and tactile equipment forces the soldier to process the information in a real-world experience, compared to the usual means by which information is conveyed: books, slides or video content. This brings significant benefits in the learning context, including:

- x5 times better content retention**
- x4 times faster development of skills and motor skills**
- x4 times greater psychological stability** than those who studied according to the old principle
- +250% more confidence in applying skills** learned in the process

In addition, virtual reality is more effective than many traditional forms of learning, thanks to innovative equipment and minimal space requirements. Implementation of more effective VR training **reduces operating costs by 2 times**.

### TACTICAL-OPERATIVE SIMULATOR THOR

The THOR system prepares soldiers and officers for real-world combat situations with comprehensive technology that can be easily deployed anytime, anywhere—no power, computer, or other complex space tracking equipment is required. **Interforce System** is a leader in VR products for territorial security and defense centers with three main offerings:

- + **Training with models of small arms** focuses on the development of skills, battle tactics, **defeating the enemy's manpower** in virtual scenarios. Through these experiences, soldiers and officers gain confidence and respond to real combat situations with new understanding and behavioral skills that lead to more effective outcomes.
- + **Training with models of anti-tank weapons** focuses on the development of combat skills and tactics, **defeating enemy mobile equipment** in virtual scenarios. Through these experiences, soldiers and officers gain confidence and respond to real combat situations with new understanding and behavioral skills that lead to more effective outcomes.
- + **Training with models of anti-aircraft weapons** focuses on the development of combat skills and tactics, **defeating enemy aircraft** in virtual scenarios. Through these experiences, soldiers and officers gain confidence and respond to real combat situations with new understanding and behavioral skills that lead to more effective outcomes.

In addition, THOR content is top-notch: our experts include more than 50 senior instructors, active military personnel, and crisis intervention specialists who support content development. In addition, more than 260 hours of professional research and programming are spent on the development of each virtual reality scenario. Our partners are looking forward to the opportunity to include THOR in various types of training



programs, including training centers for daily combat skills training as an adjunct to advanced training. As technology advances, there will be even more ways to use VR for effective learning.

**Interforce System** offers VR training in four categories: **tactics, defense, psychological training, training of soldiers and officers**. In all cases, our goal is to save instructors time and promote high performance for the members of the groups they interact with. It's all part of our commitment as a trusted partner to provide innovative learning technologies, realistic content and service to those who want to protect their country safely and effectively.

	TEACHING IN THE CLASSROOM	LOCAL TRAINING	OTHERS SIMULATORS	THOR SYSTEM
Compact and portable	✓	✗	✗	✓
Realism	✗	✓	✓	✓
Various scenarios	✗	✗	✓	✓
Minimum requirements for premises and storage	✓	✗	✗	✓
Economy of ammunition	✗	✗	✓	✓
Service and support	✗	✗	✗	✓

## VR TRAINING

All learning methods have their place, but VR has the potential **to make learning fast and effective**.

## USING VR TO SAVE TIME

As noted earlier, technical inefficiencies can make training more difficult and longer than it needs to be. Let's consider a hypothetical example: Let's say each soldier needs 40 hours of training per week. If even 15% of those hours are idle time due to instructors waiting their turn or taking breaks, then the entire 6 hours are being used inefficiently. When multiplied by all the centers, the number of soldiers and officers, this will cause a significant expenditure of time.

Here's how the THOR math for a 50-soldier training facility compares to other simulators

	THOR SYSTEM	OTHERS SIMULATORS
The cost of the basic educational complex	\$15,600	\$138,000
Total cost of 5 sets of weapons	\$23,000	\$40,000
License	Included	\$5,000
Support for a year	Free	\$20,000
<b>Price</b>	<b>\$38,600</b>	<b>\$203,000</b>

Since THOR is easy to deploy and transport to any training location, be it a dedicated room or a roll call room, it can help make better use of time. Instead of soldiers waiting for their training time, they can train in 30- to 60-minute sessions that help develop practical and combat skills that they would not be exposed to in a traditional training program. This profiling of even a small part of the training hours leads to significant savings in time and productivity.

Other benefits, such as motor retention and skill confidence, also contribute to more trained soldiers and officers. In addition, studies show that a more frequent repetition interval promotes effective training, so the easy setup of THOR means that the system can become a significant part of existing training processes with more frequent use.

## TRAINING FOR THE FUTURE

The Homeland Security and Defense Centers are increasingly determined to train more, and one way to do that is to train smarter. VR can significantly accelerate training center programs, and THOR helps with this. Our vision is **to make learning fast, efficient, adaptable and universal.**

Combined with other **Interforce System** technologies, from an e-learning platform to a variety of weapons models, the THOR system trains highly effective Soldiers and Officers with dynamic experience, improving productivity, critical thinking and tactical skills — all of which contribute to security and bring us closer to victory.

For more information visit [interforce.systems](http://interforce.systems)

